

Work Experience

Digital Leisure Inc.

Creative Director
Art Director/Senior Artist
3D Artist

Richmond Hill, Ontario

June 2017 – Present
July 2011 – June 2017
August 2010 – July 2011

Joined Digital Leisure as a 3D artist and was promoted rapidly based on performance. Currently managing a small team of artists including outsourced contract work, and further contributing as senior artist with 2D illustration and concept work, marketing, and UI design. Also working on game design, sound design, editing and project planning as part of the senior design team.

Highlights:

- Headed major UI redesign for Unity 3D project *The Four Kings Casino and Slots*, with an emphasis on better messaging systems
- Created marketing materials for PS4 ad campaign and social media to increase downloads and conversion rates
- Collaborated with animators, designers & programmers to design 3D avatar system and clothing creation pipeline; oversaw & participated in the creation of 1000+ unique avatar items

Shipped Titles:

- **The Four Kings Casino and Slots** (Steam & PS4 – 2015 – Current project)
- **Dragon's Lair** (Android, iOS and Steam Updates – 2016 - 2017)
- **Get Off My Lawn!** (Steam, iOS, Android - 2014)
- **Western Frontier** (Playstation Home, 2013)
- **The Casino** (Playstation Home, 2012)
- **Dragon's Lair Kinect** (Xbox 360, 2012)
- **Fast Draw Showdown** (PSN, 2011)

University of Ontario Institute of Technology

Multimedia Developer

Oshawa, Ontario

May 2009 – August 2010

Highlights:

- Created Flash learning objects and promotional materials, working both in teams and individually
- Responsible for 2 major project pitch video and design materials, including artists' renderings of construction projects and website designs

Skills

Software

Maya, Photoshop, Zbrush, Unity 3D, Balsamiq, Illustrator, Font Studio 5, Wordpress, Flash

Other Skills

- Management & Leadership
 - Managed assignments and deadlines for a team of 4-8 artists
 - Wrote and maintained documentation and trained new artists to ensure best practices are followed
 - Collaborated with other team members to solve technical issues and design project pipelines
 - Mediated discussion between team members to solve problems
- Creativity & Design
 - Traditional drawing & digital painting, UI Design and 3D modelling, texturing
 - Created marketing materials for social media campaigns and official store artwork
 - Experience creating 2D and 3D assets for PC/Mac, current gen consoles and mobile devices, respecting poly count and texture size limitations

Education and Professional Development

CGWorkshops

2014

Advanced Video Game Character Creation - Certificate

Durham College

2007 – 2010

Game Development - Advanced Diploma

Oshawa, Ontario

- Received the General Motors of Canada Limited Scholarship for academic excellence

Volunteer Work

Twitch Overlay Artist

2018

Play to Beat Brain Cancer

- Designed Twitch overlays for a charity stream, integrating existing branding assets

Chairperson

2010 - 2016

Durham College - Game Development Advisory Committee

- Served one term as co-Chairperson and two additional terms as Chairperson
- Led meetings and facilitated discussion between students, faculty, and industry professionals on how best to improve Durham College's Game Development program

Member

2013 - 2016

Durham College - Animation Advisory Committee